# Entire Screen Builder

| | Version 5.2.1 | Terminal Viewer |
|---|---|---|

**SOFTWARE AG**

# Table of Contents

# Terminal Viewer

The Entire Screen Builder Terminal Viewer provides traditional character-based terminal emulation, similar to Software AG's Entire Connection. The Terminal Viewer does not apply any transformation rules. It displays each character screen exactly as sent from the host.

There are two different versions of the Terminal Viewer:

- **Browser Version**
  The browser version of the Terminal Viewer runs in the browser on a client workstation. Ask your administrator which URL to use to open the HTML page which connects you to the Terminal Viewer. The online documentation can only be invoked when it has been made available by the administrator. See *Making the Online Documentation Available to All Users* in the *Installation and Configuration* documentation.

- **Standalone Version**
  The standalone version is a regular Windows application which can be started using a shortcut in the Windows Start menu (**Programs > Software AG Terminal Viewer Standalone**). It has an additional command which is not available in the browser version: the **Set Server** command in the **Session** menu. This command invokes a dialog box in which you can modify the connection parameters for the machine on which the Entire Screen Builder Server is running. For further information on this dialog box, see *Defining the Entire Screen Builder Server*.

This documentation applies to both the browser version and the standalone version. It is organized under the following headings:

| | | |
|---|---|---|
| ● | User Authentication | Information on the user authentication process and how to change the password. |
| ● | Elements of the Application Window | Information on the elements of the application window (such as toolbars, command line, terminal emulation, output window or input history). |
| ● | Working with the Terminal Viewer | How to define another Entire Screen Builder Server (standalone version only), start and terminate a host session, work in a terminal emulation screen, cut, copy and paste information, or print a host screen. |

# User Authentication

When you connect to the Terminal Viewer, a logon dialog box may appear. This depends on the setting for anonymous logon.

When anonymous logon has been disabled, a logon dialog box appears in which you have to specify user name and (if required) password. You are then connected to the Entire Screen Builder Server with your user rights. See *Users* in Entire Screen Builder's *System Management Hub* documentation for further information.
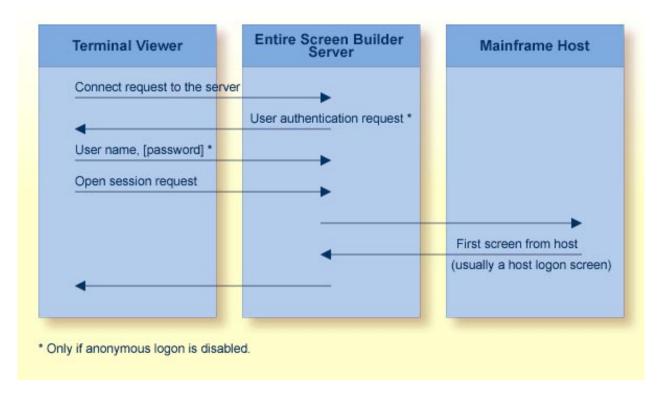
When anonymous logon has been enabled, the logon dialog box does not appear and you are connected to the Entire Screen Builder Server as an anonymous user.

This chapter covers the following topics:

- Authentication Process

- Modifying the Password

## Authentication Process

The following graphic explains the user authentication process:



**Note:**
The user authentication process for a UNIX or OpenVMS host is explained in *Using the Viewers with Natural on UNIX and OpenVMS Hosts* in the *Installation and Configuration* documentation.

# Modifying the Password

When anonymous logon has been disabled, you can modify the password with which you connect to the Terminal Viewer. This overwrites the password defined with the System Management Hub (see *Users* in Entire Screen Builder's *System Management Hub* documentation).

▶ **To modify he password**
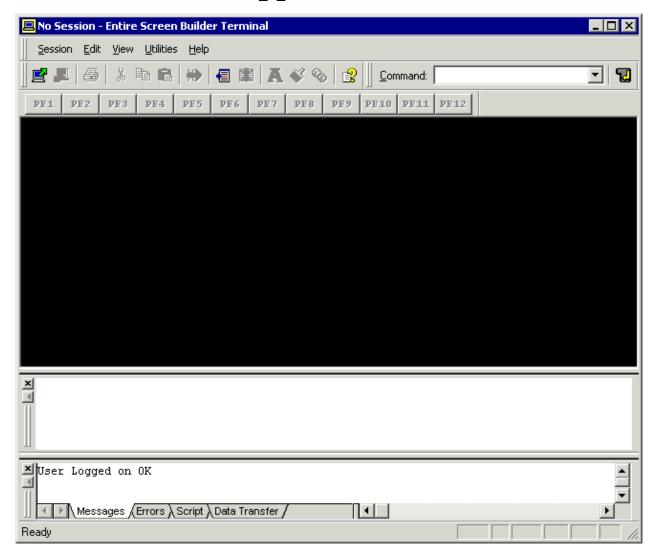
1. From the **Session** menu of the Terminal Viewer, choose **Modify Password**.

   The Set Server Password dialog box appears.

   

2. Enter your current password in the **Old** text box.

3. Enter the new password in the **New** text box.

4. Confirm the new password by entering it once more in the **Confirm** text box.

5. Choose the **OK** button.

# Elements of the Application Window



**Note:**
Several elements are only shown in the application window when the corresponding commands have been enabled in the **View** menu.

This chapter covers the following topics:

- Title Bar

- Menu Bar

- Standard Toolbar

- Debug Toolbar

- Command Line

- Status Bar

- Terminal Emulation

- Output Window

- Input History

- Debug Windows

- Keypad

- Shortcut Keys

# Title Bar

When a host session is active, its name is indicated in the title bar. Otherwise, "No Session" is shown.

# Menu Bar

The following menus are available:

| Menu | Using the commands in this menu, you can ... |
|------|----------------------------------------------|
| **Session** | Start or end a host session. You can also modify your password, the font and color used for the information shown in a host screen as well as print a host screen or define keys and (for BS2000 sessions only) P-keys. |
| **Edit** | Copy or cut information from the host screen and paste it in a different location. |
| **View** | Show or hide the various elements of the application window (such as the toolbar, keypad or output window). |
| **Utilities** | Execute, debug, schedule, and cancel script files. You can also define user variables, cancel the current data transfer, or lock/unlock a session. |
| **Help** | Invoke online documentation or information about the Terminal Viewer. |

**Important:**
The shortcut keys that are displayed next to a menu command are not available when the active key scheme uses them for different purposes.

# Standard Toolbar

You can execute the most important Entire Screen Builder functions using the standard toolbar.

Using the mouse, you can drag the standard toolbar to another position:

- for example, so that it is shown behind or below the command line, or to the left or right of the terminal emulation screen,

- so that it is shown in a window of its own:



You can move the window freely on your screen. You can move it back to the application window (e.g. back to its original position below the menu bar) so that it is no longer shown in a window. This process is called "docking". To prevent docking, press CTRL while moving the window.

The toolbar buttons represent the following menu commands:

| | |
|---|---|
| | **Open** (**Session** menu) |
| | **Close** (**Session** menu) |
| | **Print** (**Session** menu) |
| | **Cut** (**Edit** menu) |
| | **Copy** (**Edit** menu) |
| | **Paste** (**Edit** menu) |
| | **Cancel Transfer** (**Utilities** menu) |
| | **Script List** (**Utilities** menu) |
| | **Cancel Script** (**Utilities** menu) |
| | **Font** (**Session** menu) |
| | **Color** (**Session** menu) |
| | **Key Scheme** (**Session** menu) |
| | **Online Documentation** (**Help** menu) |

▶ **To switch the standard toolbar display on and off**

● From the **View** menu, choose **Toolbars > Standard**.

When the standard toolbar is displayed in the application window, a check mark is shown next to the **Standard** command.

# Debug Toolbar

You can execute an Entire Screen Builder script file in debug mode using the buttons in the debug toolbar. This toolbar appears automatically when you start debugging. See *Debugging a Script File* in the *Utilities* documentation for detailed information.

▶ **To switch the debug toolbar display on and off**

● From the **View** menu, choose **Toolbars > Debug**.

When the debug toolbar is displayed in the application window, a check mark is shown next to the **Debug** command.

**Note:**
This command is only available as long as you are debugging a script file.

# Command Line

You can execute a script file directly from the command line.

Entire Screen Builder saves each character string you enter in the command line. Each string can be up to 255 characters long. The drop-down list box contains your last 20 entries. You can select an entry and execute it once more.

When the mouse pointer is positioned on the command line, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. Using the commands from this context menu, you can, for example, copy a text string to the command line or undo your last input.

Using the mouse, you can drag the command line to another position:

- for example, so that it is shown before or below the standard toolbar, or

- so that it is shown in a window of its own:



You can move the window freely on your screen. You can move it back to the application window (e.g. back to its original position below the menu bar) so that it is no longer shown in a window. To prevent docking, press CTRL while moving the window.

▶ **To switch the command line display on and off**

- From the **View** menu, choose **Toolbars > Command Line**.

  Or:
  When the command line is displayed in the application window, a check mark is shown next to the **Command Line** command.

▶ **To execute a script file from the command line**

1. Enter the name of the script file. This script file must be stored in the folder *\Scripts\Production* of the Entire Screen Builder Server.

   For example:

   LOGON

2. Press ENTER.

   Or:
   Choose the following button:

# Status Bar

The status bar at the bottom of the application window is used to display system messages and help texts for the currently selected menu command or toolbar button.

▶ **To switch the status bar display on and off**

- From the **View** menu, choose **Status Bar**.

  When the status bar is displayed in the application window, a check mark is shown next to this command.

# Terminal Emulation

When communication with the host environment is established, terminal emulation is displayed in the application window. You can run several sessions with different hosts concurrently. For each session, a new Terminal Viewer window is invoked.

The following terminal types are emulated:

- 3270

- 9750

See *Working with the Terminal Viewer* for further information.

# Output Window

The output window is shown below the terminal emulation. It provides the following tabs:

- **Messages**
  Shows system messages (for example, whether logon was successful). For BS2000 communication, information from the system line is also shown here.

- **Errors**
  Shows all error messages that occur during the current terminal emulation session.

- **Script**
  Shows all messages that result from executing a script file, except those that require user input.

- **Data Transfer**
  Shows all start, progress and end messages that result from transferring a file.

When you select a tab, the corresponding pane is shown providing information on your recent actions. The appropriate pane is automatically shown, for example, when you execute a script file.
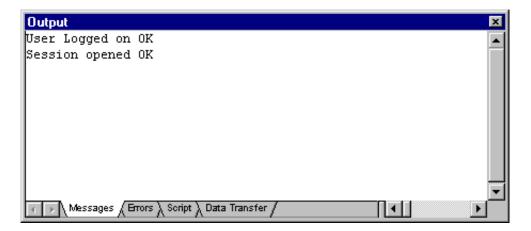
To modify the size of the output window, move the mouse pointer over the border between terminal emulation and output window until the pointer changes, showing two arrows pointing into opposite directions. Then drag the border using the mouse until the output window has the desired size.

▶ **To switch the output window display on and off**

● From the **View** menu, choose **Output Window**.

When the output window is displayed in the application window, a check mark is shown next to this command.

Using the mouse, you can drag the output window to another position so that it is shown in a window of its own:



You can then move the output window freely on your screen. You can move it back to its original position in the application window. To prevent docking, press CTRL while moving the window.

When the mouse pointer is positioned on the output window, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. This context menu provides the following commands:

| | |
|---|---|
| **Copy** | Copies the selected text to the Windows clipboard. If text has not been selected, the contents of the current pane is copied to the clipboard. |
| **Clear** | Clears the current pane so that no more text is shown. |
| **Save to File** | Writes the contents of the current pane to a file. |
| **Select Pane** | Enables keyboard users to go to a specific pane of the output window. |
| **Enable Docking** | When a check mark is shown next to this command, the output window can be docked at its original position in the application window. When a check mark is not shown, docking is not possible; a previously docked output window is shown in a window of its own. |
| **Hide** | Switches output window display off. This corresponds to the **Output Window** command in the **View** menu. |

# Input History

The window for the input history is shown below the terminal emulation. As soon as you press ENTER, your last character input is written to the input history. The input history contains your last 50 entries. Using the input history, you can execute a previously entered command once more or insert previously entered text in a field.

Identical input is only shown once in the input history. A triangle indicates the most often used entry.

The content of an invisible field (for example, a password) is not written to the input history. If you have entered information in more than one field, only the input in the last visible field is written to the input history. When you close the terminal application window, the input history is cleared.

This feature requires that the option **Input history** has been enabled in the System Management Hub. It can be enabled for two types of users: the anonymous user (see *Server Settings* in Entire Screen Builder's *System Management Hub* documentation) and a named user (see *Users* in Entire Screen Builder's *System Management Hub* documentation). If this option has not been enabled, it is only possible to open an input history file that was previously saved. You can then use the entries in this file to execute commands or insert text. New entries, however, are not written to the input history.
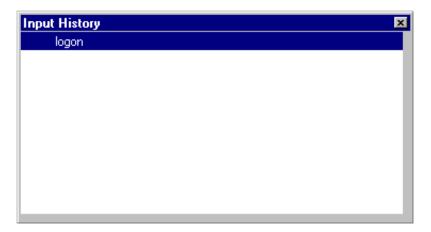
▶ **To switch the input history display on and off**

● From the **View** menu, choose **Input History**.

   When the input history is displayed in the application window, a check mark is shown next to this command.

To modify the size of the input history window, move the mouse pointer over the border between the input history window and the window above it until the pointer changes, showing two arrows pointing into opposite directions. Then drag the border using the mouse until the input history window has the desired size.

Using the mouse, you can drag the input history window to another position so that it is shown in a window of its own:



You can then move the input history window freely on your screen. You can move it back to its original position in the application window. To prevent docking, press CTRL while moving the window.

▶ **To execute an entry in the input history**

- Double-click the desired entry.

  Or:
  Select the desired entry, click the right mouse button or press SHIFT+F10, and from the resulting context menu, choose **Execute**.

When the mouse pointer is positioned on the input history window, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. This context menu provides the following commands:

| | |
|---|---|
| **Clear List** | Clears the input history so that no more entries are shown. |
| **Delete Entry** | Deletes the selected entry from the input history. |
| **Lock List** | Locks the list so that new input is not written to the input history. This is helpful, if you have opened a file containing your own input history (see below). As long as the list is locked, the entries in the input history are shown with another color and certain commands in the context menu are not available. |
| **Execute** | Inserts the selected entry at the current position of the terminal emulation and sends it to the host. |
| **Insert** | Inserts the selected entry at the current position of the terminal emulation. |
| **Sort by History** | Displays the most recent entry at the top of the list. |
| **Sort by Name** | Displays the entries in alphabetical order. |
| **Sort by Usage** | Displays the most often used entries at the top of the list. |
| **Save As** | Writes the contents of the input history to a file. A dialog box appears prompting you to enter a file name. |
| **Open** | Opens an input history that was previously saved and thus overwrites the current entries. A dialog box appears prompting you to specify the name of desired file. You can also create your own file (for example, containing frequently-used commands) and then read this file into the input history window. Your file must be in ASCII format and each entry must be written to a line of its own. When the file is opened, all entries in this file are read into the input history. Exception: if the file contains blank lines, all entries after the first blank line are ignored. |
| **Enable Docking** | When a check mark is shown next to this command, the input history window can be docked at its original position in the application window. When a check mark is not shown, docking is not possible; a previously docked input history window is shown in a window of its own. |
| **Hide** | Switches the input history window display off. This corresponds to the **Input History** command in the **View** menu. |

# Debug Windows

When you start debugging a script file, two windows (a source window and a variables window) appear. See *Debugging a Script File* in the *Utilities* documentation for detailed information.

▶ **To switch the source window display on and off**

● From the **View** menu, choose **Debug Windows > Source**.

   When the source window is displayed in the application window, a check mark is shown next to the **Source** command.

▶ **To switch the variables window display on and off**

● From the **View** menu, choose **Debug Windows > Variables**.

   When the variables window is displayed in the application window, a check mark is shown next to the **Variables** command.

**Note:**
These commands are only available as long as you are debugging a script file.

# Keypad

A keypad contains buttons that represent host function keys. You can display different keypads.

Using the mouse, you can drag a keypad to another position:

● for example, so that it is shown below the toolbar, or to the left or right of the terminal emulation screen,

● so that it is shown in a window of its own:



   You can move a keypad freely on your screen. You can move it to the application window (e.g. below the toolbar) so that it is no longer shown in a window. To prevent docking, press CTRL while moving the window.

▶ **To switch the keypad display on and off**

● From the **View** menu, choose **Keypad >** *keypad-name*.

   When a keypad is displayed, a check mark is shown next to its name.

# Shortcut Keys

When working with the keyboard, you can use the following shortcut keys:

| Shortcut Key | Function |
|---|---|
| CTRL+SHIFT+1 | Activate main window (terminal emulation). |
| CTRL+SHIFT+2 | Activate window for input history. |
| CTRL+SHIFT+3 | Activate output window. |
| CTRL+SHIFT+4 | Activate source window (debug mode). |
| CTRL+SHIFT+5 | Activate variable window (debug mode). |
| SHIFT+F10 | Open context menu. |

# Working with the Terminal Viewer

This chapter covers the following topics:

- Defining the Entire Screen Builder Server

- Starting a Host Session

- Working in a Terminal Emulation Screen

- Transferring Data Using the Clipboard

- Printing the Contents of a Terminal Emulation Screen

- Defining Individual Session Settings

- Using the Utilities

- Terminating a Host Session

- Quitting the Terminal Viewer

# Defining the Entire Screen Builder Server

The information in this section only applies to the standalone version of the Terminal Viewer.
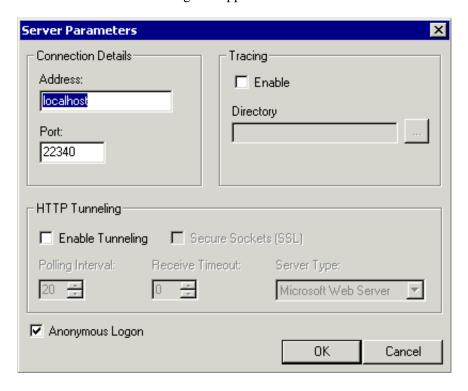
When you install the standalone version of the Terminal Viewer, a dialog box appears in which you have to specify the connection parameters for the machine on which the Entire Screen Builder Server is running. See the *Overview of Options* below.

After installation, it is possible to define different server parameters as described below.

▶ **To modify the server parameters**

1. From the **Session** menu, choose **Set Server**.

   The Server Parameters dialog box appears.



2. Modify all required information as described in the *Overview of Options* below.

3. Choose the **OK** button.

   The changed parameters are not used until you restart the standalone version of the Terminal Viewer.

4. Quit the standalone version of the Terminal Viewer and start it once more.

# Overview of Options

### Address

Specify the IP address or host name of the machine on which the Entire Screen Builder Server is running.

### Port

Specify the administration port number (listen address) that has been defined in the System Management Hub. See *Character Terminals Module* in Entire Screen Builder's *System Management Hub* documentation.

### Tracing

The values in this group box file are intended for problem analysis. They should only be used under supervision of your technical support.

**Note:**
This cannot be specified during installation.

### HTTP Tunneling

A detailed description for the options in this group box can be found in the *Overview of Client Control Properties* which is part of the *User Exits* documentation.

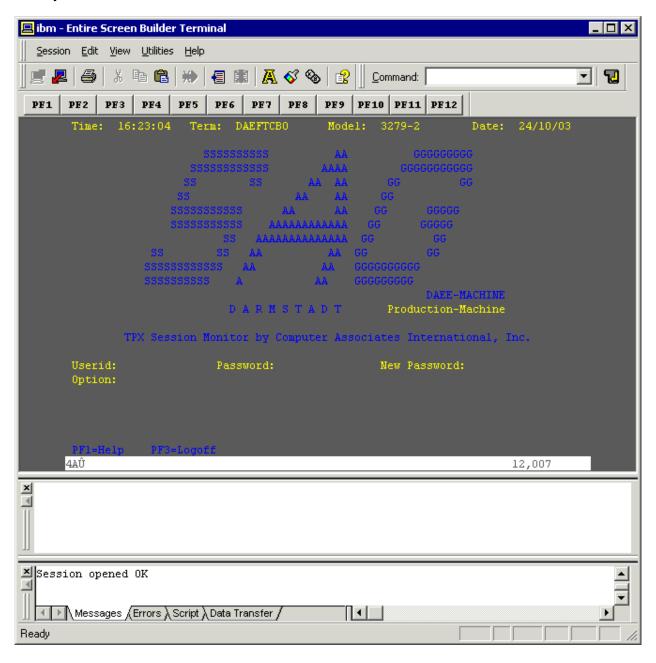| Options in above dialog box | Property names for user exits |
|---|---|
| Enable Tunneling | UseHTTPTunneling |
| Secure Sockets (SSL) | SslConnection |
| Polling Interval | PollTimeout |
| Receive Timeout | ReceiveTimeout |
| Server Type | TunnelingType |

### Anonymous Logon

See the description of the property AnonymousLogon in the *User Exits* documentation.

**Note:**
This cannot be specified during installation.

# Starting a Host Session

When you start a host session, terminal emulation is activated.



As long as the license limit has not been reached, you can work with several host sessions at the same time (by invoking the HTML page from which you can connect to the Terminal Viewer or the standalone version several times). The number of opened connections is compared with the number of users in the license file. For one communication method, several sessions can be open at the same time. Each host session is shown in a separate Terminal Viewer window.

So that communication is successfully established with the host environment, all required communication properties must be specified for the required session type. During communication with the host, the definitions in the session-specific properties are used. See *Host Sessions* in Entire Screen Builder's *System Management Hub* documentation for further information.

Messages from the host are shown in the status line of the terminal emulation screen (this is not the status line of the application window). The status line is located below the last line of a screen. For example, the status line for terminal model 2 is located in the 25th line.

The right corner of the status line in the terminal emulation screen is used to display the cursor position. Example: the value "23,011" indicates that the cursor is located in row 23 and column 11.

▶ **To start a host session**

1.  From the **Session** menu, choose **Open**.

    Or:
    Press CTRL+O.
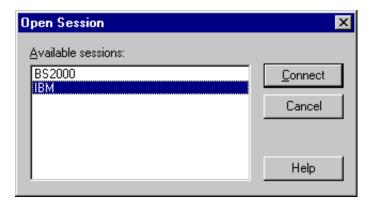
    Or:
    Choose the following toolbar button:

    

    If only one session has been defined, this session is immediately started.

    If more than one session has been defined, the Open Session dialog box appears and you must proceed as described below.

    

2.  In the Open Session dialog box, select a session.

3.  Choose the **Connect** button.

**Note:**
The default session defined in the user profile is automatically selected in the Open Session dialog box. See *Users* in Entire Screen Builder's *System Management Hub* documentation.

# Working in a Terminal Emulation Screen

In a terminal emulation screen, you can use both mouse and keyboard. To change the cursor position, use the standard keys (e.g. TAB or the arrow keys) or the mouse. To use a host function key, press the terminal emulation key assigned to this function key. To simulate the ENTER key, double-click any position in the terminal emulation screen. Otherwise, you can use your keyboard to enter data as normal.

See also: *Terminal Emulation Keys* in Entire Screen Builder's *System Management Hub* documentation.

# Transferring Data Using the Clipboard

Using the commands from the **Edit** menu, you can copy or cut a terminal emulation screen (or part of it) and paste it somewhere else (for example, in another terminal emulation screen or in a PC application such as Microsoft Word). You can also copy or cut text from a PC application and paste it in a terminal emulation screen. Cut or copied data is stored on the Windows clipboard.

You must first select the desired text before you can use the **Cut**, **Copy** or **Append Copy** command.

The following rules apply for a terminal emulation screen:

- You can only cut text from unprotected fields. If protected fields have been selected, they are copied.

- When you use the **Cut** or **Copy** command, the content of the clipboard is deleted and replaced with the new text. If you want to add data to the clipboard, you must use the **Append Copy** command.

- When you use the **Append Copy** command, the content of the clipboard is not deleted. The selected text is inserted behind already existing text on the clipboard. When you then choose the **Paste** command, the whole content of the clipboard is inserted at cursor position.

- You can only paste text into unprotected fields. If the field is not long enough, it is filled up to its maximum size and the remaining text is inserted in the next unprotected field(s). Example: the text to be pasted is "DISPLAY" and the cursor is located in a two character long input field. In this case, only the first two characters ("DI") are pasted into the input field.

Unless indicated otherwise, the left mouse button is always used. The *right* mouse button is used to select the **Edit** menu commands from a context menu.

▶ **To select part of a terminal emulation screen (mouse usage)**

1. Move the mouse pointer to the beginning of the text you want to select.

2. Press and hold down the left mouse button.

3. Drag the mouse until all desired text is selected.

4. Release the mouse button.

   This clears any previous selection. You can now cut, copy or append the selected text.

▶ **To select part of a terminal emulation screen (keyboard usage)**

1. Use the arrow keys to move the cursor to the beginning of the text you want to select.

2. Press and hold down SHIFT.

3. Use the arrow keys to select the desired text.

4. Release SHIFT.

   This clears any previous selection. You can now cut, copy or append the selected text.

   **Note:**
   When holding down CTRL+SHIFT and then using the arrow keys, all text to the end of the line (with RIGHT-ARROW) or to the bottom of the screen (with DOWN-ARROW) is selected.

▶ **To select the entire content of the terminal emulation screen**

● From the **Edit** menu, choose **Select All**.

   Or:
   Press CTRL+A.

   A box outline is shown around the terminal emulation screen.

   You can now cut, copy or append the selected text.

▶ **To cancel the selection**

● Click another screen position.

   Or:
   When using the keyboard, just select another part of the terminal emulation screen as described above.

   The previous selection is canceled.

▶ **To delete the selection in an unprotected field**

● From the **Edit** menu, choose **Clear**.

   Or:
   Press DEL.

   The selection is deleted. It is not transferred to the clipboard.

▶ **To copy the selection and append it behind existing text in the clipboard**

● From the **Edit** menu, choose **Append Copy**.

   The selection is copied to the clipboard and appended behind already existing text.

▶ **To cut the selection and transfer it to the clipboard**

●   From the **Edit** menu, choose **Cut**.

Or:
Press CTRL+X.

Or:
Choose the following toolbar button:

✂

The selection is deleted and transferred to the clipboard. Exception: protected fields are not deleted; they are copied.

▶ **To copy the selection to the clipboard**

●   From the **Edit** menu, choose **Copy**.

Or:
Press CTRL+C.

Or:
Choose the following toolbar button:

▶ **To paste the content of the clipboard into a terminal emulation screen**

1.  Move the cursor to the position at which the text is to be inserted.

2.  From the **Edit** menu, choose **Paste**.

Or:
Press CTRL+V.

Or:
Choose the following toolbar button:

The content of the clipboard is inserted at cursor position.

▶ **To enable block mode paste**

●   From the **Edit** menu, choose **Block Mode Paste**.

When block mode paste is enabled, a check mark is shown next to the **Block Mode Paste** command.

This feature is helpful when working with editors. When you select a block of text and paste it in the middle of a line, the block remains intact. The lines after the first line begin in the same column as the first line. When block mode paste is not enabled, the lines after the first line would start at the beginning of a line.

# Printing the Contents of a Terminal Emulation Screen

You can print the contents of the terminal emulation screen on a printer that is defined under Windows.

▶ **To setup another printer**

- From the **Session** menu, choose **Print Setup**.

  The Print Setup dialog box appears in which you can connect to another printer.

▶ **To preview the screen to be printed**

1. From the **Session** menu, choose **Print Preview**.

   The print preview window appears.

2. Optionally: use the **Zoom In** and **Zoom Out** buttons to view the information in this window. Or choose the **Print** button to invoke the Print dialog box.

3. To return to the terminal emulation screen, choose the **Close** button.

▶ **To print the screen contents**

1. From the **Session** menu, choose **Print**.

   Or:
   Press CTRL+P.

   Or:
   Choose the following toolbar button:

   

   The Print dialog box appears.

2. Choose the **OK** button to print the current screen.

You can also print directly from the application that is currently running on the host. You simply have to issue this application's print command.

See also: *Downloading Data Using a Dialog Box* in the *Data Transfer* documentation.

# Defining Individual Session Settings

The following commands from the **Session** menu are explained in the *Individual Session Settings* documentation.

| Command | See the following section |
|---|---|
| **Font** | *Modifying the Font for a Host Session* |
| **Color** | *Modifying the Color Scheme for a Host Session* |
| **Key Scheme** | *Modifying the Key Scheme for a Host Session* |
| **P-Key** | *Modifying the P-Key Scheme for a BS2000 Host Session* |

# Using the Utilities

The commands from the **Utilities** menu are explained in the *Utilities* documentation.

| Command | See the following section |
|---|---|
| **Script List** | *Executing a Script File* |
| **Unattended Workstation** | *Unattended Workstation* |
| **User Variables** | *Defining User Variables* |
| **Cancel Transfer** | Exception: this is explained in the *Data Transfer* documentation. See *Aborting Data Transfer*. |
| **Cancel Script** | *Aborting or Terminating a Script File* |
| **Lock/Unlock Session** | *Locking the Current Session* |

# Terminating a Host Session

When you terminate a host session, the Terminal Viewer window remains open, displaying "No Session" in the title bar. If you want, you can then open another session.

▶ **To terminate a host session**

● From the **Session** menu, choose **Close**.

   Or:
   Choose the following toolbar button:

# Quitting the Terminal Viewer

The settings in the **View** menu as well as position and size of the application window are stored in the local Windows registry. The next time, you start the Terminal Viewer, its application window is restored as it appeared when you last used it.

▶ **To quit the Terminal Viewer**

● From the **Session** menu, choose **Exit**.

    Or:
    Choose **Close** from the Control menu.

    Or:
    Choose the corresponding standard button in the title bar.